

Abbey Gargoyles

{2}{W}{W}{W}

Creature -- Gargoyle

3/4

Flying, protection from red

Abyssal Specter

{2}{B}{B}

Creature -- Specter

2/3

Flying

Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.

Adarkar Wastes

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {W} or {U} to your mana pool. Adarkar Wastes deals 1 damage to you.

AEther Storm

{3}{U}

Enchantment

Creature cards can't be played.

Pay 4 life: Destroy AEther Storm. It can't be regenerated. Any player may play this ability.

Air Elemental

{3}{U}{U}

Creature -- Elemental

4/4

Flying

Akron Legionnaire

{6}{W}{W}

Creature -- Legionnaire

8/4

Except for creatures named Akron Legionnaire and artifact creatures, creatures you control can't attack.

Alabaster Potion

{X}{W}{W}

Instant

Choose one -- Target player gains X life; or prevent the next X damage that would be dealt to target creature or player this turn.

Aladdin's Ring

{8}

Artifact

{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

Ambush Party

{4}{R}

Creature -- Ambush-Party

3/1

First strike, haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Amulet of Kroog

{2}

Artifact

{2}, {T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Angry Mob

{2}{W}{W}

Creature -- Mob

2+*/2+*

Trample

During your turn, Angry Mob's power and toughness are each equal to 2 plus the number of swamps all opponents control. During other players' turns, Angry Mob's power and toughness are each 2.

An-Havva Constable

{1}{G}{G}

Creature -- Constable

2/1+*

An-Havva Constable's toughness is equal to 1 plus the number of green creatures in play.

Animate Dead

{1}{B}

Enchantment

When Animate Dead comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by Animate Dead.

Enchanted creature gets -1/-0.

When Animate Dead leaves play, destroy enchanted creature. It can't be regenerated.

Animate Wall

{W}

Enchant Creature

Enchanted creature may attack as though it weren't a Wall.

Ankh of Mishra

{2}

Artifact

Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.

Anti-Magic Aura

{2}{U}

Enchant Creature

Enchanted creature can't be the target of spells and can't be enchanted by enchantments except for Anti-Magic Aura.

Arenson's Aura

{2}{W}

Enchantment

{W}, Sacrifice an enchantment: Destroy target enchantment.

{3}{U}{U}: Counter target enchantment spell.

Armageddon

{3}{W}

Sorcery

Destroy all lands.

Armor of Faith

{W}

Enchant Creature

Enchanted creature gets +1/+1.

{W}: Enchanted creature gets +0/+1 until end of turn.

Ashes to Ashes

{1}{B}{B}

Sorcery

Remove two target nonartifact creatures from the game. Ashes to Ashes deals 5 damage to you.

Ashnod's Altar

{3}

Artifact

Sacrifice a creature: Add two colorless mana to your mana pool.

Ashnod's Transmogrant

{1}

Artifact

{T}, Sacrifice Ashnod's Transmogrant: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact in addition to its types. # (This effect doesn't end at end of turn.) #

Aspect of Wolf

{1}{G}

Enchant Creature

Enchanted creature gets +X/+Y, where X is equal to half the number of forests you control, rounded down, and Y is equal to half the number of forests you control, rounded up.

Atog

{1}{R}

Creature -- Atog

1/2

Sacrifice an artifact: Atog gets +2/+2 until end of turn.

Aurochs

{3}{G}

Creature -- Aurochs

2/3

Trample

As long as Aurochs is attacking, it gets +1/+0 for each other

attacking Aurochs.

Aysen Bureaucrats

{1}{W}

Creature -- Bureaucrat

1/1

{T}: Tap target creature with power 2 or less.

Azure Drake

{3}{U}

Creature -- Drake

2/4

Flying

Bad Moon

{1}{B}

Enchantment

Black creatures get +1/+1.

Ball Lightning

{R}{R}{R}

Creature -- Ball-Lightning

6/1

Trample; haste #(This creature may attack and #{T}# the turn it comes under your control.)#

At end of turn, sacrifice Ball Lightning.

Barbed Sextant

{1}

Artifact

{1}, {T}, Sacrifice Barbed Sextant: Add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Barl's Cage

{4}

Artifact

{3}: Target creature doesn't untap during its controller's next untap step.

Battering Ram

{2}

Artifact Creature

1/1

At the beginning of your combat phase, Battering Ram gains banding until end of combat.

Whenever Battering Ram becomes blocked by a Wall, destroy that Wall at end of combat.

Benalish Hero

{W}

Creature -- Hero

1/1

Banding

Binding Grasp

{3}{U}

Enchant Creature

At the beginning of your upkeep, sacrifice Binding Grasp unless you pay {1}{U}.

You control enchanted creature.

Enchanted creature gets +0/+1.

Bird Maiden

{2}{R}

Creature -- Maiden

1/2

Flying

Birds of Paradise

{G}

Creature -- Bird

0/1

Flying

{T}: Add one mana of any color to your mana pool.

Black Knight

{B}{B}

Creature -- Knight

2/2

First strike, protection from white

Blessed Wine

{1}{W}

Instant

You gain 1 life.

Draw a card at the beginning of the next turn's upkeep.

Blight

{B}{B}

Enchant Land

When enchanted land becomes tapped, destroy it.

Blinking Spirit

{3}{W}

Creature -- Spirit

2/2

{0}: Return Blinking Spirit to its owner's hand.

Blood Lust

{1}{R}

Instant

Target creature gets +4/-4 until end of turn. If this would reduce that creature's toughness to less than 1, it reduces it to 1 instead.

Bog Imp

{1}{B}

Creature -- Imp
1/1
Flying

Bog Rats
{B}
Creature -- Rat
1/1
Bog Rats can't be blocked by Walls.

Bog Wraith
{3}{B}
Creature -- Wraith
3/3
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Boomerang
{U}{U}
Instant
Return target permanent to its owner's hand.

Bottle of Suleiman
{4}
Artifact
{1}, Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token with flying into play.

Bottomless Vault
Land
Bottomless Vault comes into play tapped.
You may choose not to untap Bottomless Vault during your untap step.
At the beginning of your upkeep, if Bottomless Vault is tapped, put a storage counter on it.
{T}, Remove any number of storage counters from Bottomless Vault:
Add {B} to your mana pool for each storage counter removed this way.

Brainstorm
{U}
Instant
Draw three cards, then put two cards from your hand on top of your library in any order.

Brainwash
{W}
Enchant Creature
Enchanted creature can't attack unless its controller pays {3}.
#(This cost is paid as attackers are declared.)#

Brassclaw Orcs
{2}{R}
Creature -- Orc
3/2

Brassclaw Orcs can't block a creature with power 2 or greater.

Breeding Pit

{3}{B}

Enchantment

At the beginning of your upkeep, sacrifice Breeding Pit unless you pay {B}{B}. At the end of your turn, put a 0/1 black Thrull creature token into play.

Broken Visage

{4}{B}

Instant

Destroy target attacking nonartifact creature. It can't be regenerated. Put a black Spirit creature token into play with power and toughness equal to the power and toughness of that creature. Sacrifice the Spirit token at end of turn.

Brothers of Fire

{1}{R}{R}

Creature -- Brother

2/2

{1}{R}{R}: Brothers of Fire deals 1 damage to target creature or player and 1 damage to you.

Brushland

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {G} or {W} to your mana pool. Brushland deals 1 damage to you.

Carapace

{G}

Enchant Creature

Enchanted creature gets +0/+2.

Sacrifice Carapace: Regenerate enchanted creature.

Caribou Range

{2}{W}{W}

Enchant Land

Caribou Range can enchant only a land you control.

Enchanted land has "{W}{W}, {T}: Put a 0/1 white Caribou creature token into play."

Sacrifice a Caribou: You gain 1 life.

Carrion Ants

{2}{B}{B}

Creature -- Ant

0/1

{1}: Carrion Ants gets +1/+1 until end of turn.

Castle

{3}{W}

Enchantment

Untapped creatures you control get +0/+2.

Cat Warriors

{1}{G}{G}

Creature -- Cat Warrior

2/2

Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Cave People

{1}{R}{R}

Creature -- Cave-People

1/4

Whenever Cave People attacks, it gets +1/-2 until end of turn.

{1}{R}{R}, {T}: Target creature gains mountainwalk until end of turn. #(It's unblockable as long as defending player controls a mountain.)#

Chub Toad

{2}{G}

Creature -- Toad

1/1

Whenever Chub Toad blocks or becomes blocked, it gets +2/+2 until end of turn.

Circle of Protection: Artifacts

{1}{W}

Enchantment

{2}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Black

{1}{W}

Enchantment

{1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Blue

{1}{W}

Enchantment

{1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Green

{1}{W}

Enchantment

{1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red

{1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: White

{1}{W}

Enchantment

{1}: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

City of Brass

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

{T}: Add one mana of any color to your mana pool.

Clay Statue

{4}

Artifact Creature

3/1

{2}: Regenerate Clay Statue.

Cloak of Confusion

{1}{B}

Enchant Creature

Whenever enchanted creature attacks and isn't blocked, you may have it deal no combat damage this turn. If you do, defending player discards a card at random from his or her hand.

Clockwork Beast

{6}

Artifact Creature

0/4

Clockwork Beast comes into play with seven +1/+0 counters on it.

Clockwork Beast can't have more than seven +1/+0 counters on it.

At end of combat, if Clockwork Beast attacked or blocked this turn, remove a +1/+0 counter from it.

{X}, {T}: Put X +1/+0 counters on Clockwork Beast. Play this ability only during your upkeep.

Clockwork Steed

{4}

Artifact Creature

0/3

Clockwork Steed comes into play with four +1/+0 counters on it.

Clockwork Steed can't be blocked by artifact creatures.

Clockwork Steed can't have more than four +1/+0 counters on it.

At end of combat, if Clockwork Steed attacked or blocked this turn, remove a +1/+0 counter from it.

{X}, {T}: Put X +1/+0 counters on Clockwork Steed. Play this ability only during your upkeep.

Cockatrice

{3}{G}{G}

Creature -- Cockatrice

2/4

Flying

Whenever Cockatrice blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Colossus of Sardia

{9}

Artifact Creature

9/9

Trample

Colossus of Sardia doesn't untap during your untap step.

{9}: Untap Colossus of Sardia. Play this ability only during your upkeep.

Conquer

{3}{R}{R}

Enchant Land

You control enchanted land.

Coral Helm

{3}

Artifact

{3}, Discard a card at random from your hand: Target creature gets +2/+2 until end of turn.

Counterspell

{U}{U}

Instant

Counter target spell.

Craw Giant

{3}{G}{G}{G}{G}

Creature -- Giant

6/4

Trample

Rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Craw Wurm

{4}{G}{G}

Creature -- Wurm

6/4

Crimson Manticore

{2}{R}{R}

Creature -- Manticore

2/2

Flying

{R}, {T}: Crimson Manticore deals 1 damage to target attacking or blocking creature.

Crown of the Ages

{2}

Artifact

{4}, {T}: Move target enchantment enchanting a creature to another creature.

Crumble

{G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its converted mana cost.

Crusade

{W}{W}

Enchantment

White creatures get +1/+1.

Crystal Rod

{1}

Artifact

Whenever a player plays a blue spell, you may pay {1}. If you do, you gain 1 life.

Cursed Land

{2}{B}{B}

Enchant Land

At the beginning of the upkeep of enchanted land's controller, Cursed Land deals 1 damage to that player.

Dance of Many

{U}{U}

Enchantment

When Dance of Many comes into play, put a token creature into play as a copy of target nontoken creature.

When Dance of Many leaves play, remove the creature token from the game.

When the creature token leaves play, sacrifice Dance of Many.

At the beginning of your upkeep, sacrifice Dance of Many unless you pay {U}{U}.

Dancing Scimitar

{4}

Artifact Creature

1/5

Flying

Dandan

{U}{U}

Creature -- Dandan

4/1

Dandan can't attack unless defending player controls an island.

When you control no islands, sacrifice Dandan.

Dark Maze

{4}{U}

Creature -- Wall

4/5

#{Walls can't attack.)#

{0}: Dark Maze may attack this turn as though it weren't a Wall.

Remove it from the game at end of turn.

Dark Ritual

{B}

Instant

Add {B}{B}{B} to your mana pool.

D'Avenant Archer

{2}{W}

Creature -- Soldier

1/2

{T}: D'Avenant Archer deals 1 damage to target attacking or blocking creature.

Death Speakers

{W}

Creature -- Speaker

1/1

Protection from black

Death Ward

{W}

Instant

Regenerate target creature.

Deathgrip

{B}{B}

Enchantment

{B}{B}: Counter target green spell.

Deflection

{3}{U}

Instant

Change the target of target spell with a single target.

Derelor

{3}{B}

Creature -- Thrull

4/4

Black spells you play cost {B} more to play.

Desert Twister

{4}{G}{G}

Sorcery

Destroy target permanent.

Detonate

{X}{R}

Sorcery

Destroy target artifact with converted mana cost equal to X. It can't be regenerated. Detonate deals X damage to that artifact's controller.

Diabolic Machine

{7}

Artifact Creature

4/4

{3}: Regenerate Diabolic Machine.

Dingus Egg

{4}

Artifact

Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Disenchant

{1}{W}

Instant

Destroy target artifact or enchantment.

Disintegrate

{X}{R}

Sorcery

Disintegrate deals X damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.

Disrupting Scepter

{3}

Artifact

{3}, {T}: Target player discards a card from his or her hand. Play this ability only during your turn.

Divine Offering

{1}{W}

Instant

Destroy target artifact. You gain life equal to its converted mana cost.

Divine Transformation

{2}{W}{W}

Enchant Creature

Enchanted creature gets +3/+3.

Dragon Engine

{3}

Artifact Creature

1/3

{2}: Dragon Engine gets +1/+0 until end of turn.

Drain Life

{X}{1}{B}

Sorcery

Spend only black mana on X.

Drain Life deals X damage to target creature or player. You gain life equal to the damage dealt, but not more life than the player's life total before Drain Life dealt damage or the creature's toughness.

Drain Power

{U}{U}

Sorcery

Target player plays a mana ability of each land he or she controls, then empties his or her mana pool. Add mana to your mana pool equal to the type and amount emptied from that player's mana pool this way.

Drudge Skeletons

{1}{B}

Creature -- Skeleton

1/1

{B}: Regenerate Drudge Skeletons.

Durkwood Boars

{4}{G}

Creature -- Boar

4/4

Dust to Dust

{1}{W}{W}

Sorcery

Remove two target artifacts from the game.

Dwarven Catapult

{X}{R}

Instant

Dwarven Catapult deals X damage divided evenly, rounded down, among all of an opponent's creatures.

Dwarven Hold

Land

Dwarven Hold comes into play tapped.

You may choose not to untap Dwarven Hold during your untap step.

At the beginning of your upkeep, if Dwarven Hold is tapped, put a storage counter on it.

{T}, Remove any number of storage counters from Dwarven Hold: Add {R} to your mana pool for each storage counter removed this way.

Dwarven Ruins

Land

Dwarven Ruins comes into play tapped.

{T}: Add {R} to your mana pool.

{T}, Sacrifice Dwarven Ruins: Add {R}{R} to your mana pool.

Dwarven Soldier

{1}{R}

Creature -- Dwarf

2/1

Whenever Dwarven Soldier blocks or becomes blocked by one or more Orcs, Dwarven Soldier gets +0/+2 until end of turn.

Dwarven Warriors

{2}{R}

Creature -- Dwarf

1/1

{T}: Target creature with power 2 or less is unblockable this turn.

Earthquake

{X}{R}

Sorcery

Earthquake deals X damage to each creature without flying and each player.

Ebon Stronghold

Land

Ebon Stronghold comes into play tapped.

{T}: Add {B} to your mana pool.

{T}, Sacrifice Ebon Stronghold: Add {B}{B} to your mana pool.

Elder Druid

{3}{G}

Creature -- Cleric

2/2

{3}{G}, {T}: Tap or untap target artifact, creature, or land.

Elkin Bottle

{3}

Artifact

{3}, {T}: Remove the top card of your library from the game. Until the beginning of your next upkeep, you may play that card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into your graveyard.

Elven Riders

{3}{G}{G}

Creature -- Elf

3/3

Elven Riders can't be blocked except by creatures with flying and/or Walls.

Elvish Archers

{1}{G}

Creature -- Elf

2/1

First strike

Energy Flux

{2}{U}

Enchantment

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."

Enervate

{1}{U}

Instant

Tap target artifact, creature, or land.
Draw a card at the beginning of the next turn's upkeep.

Erg Raiders

{1}{B}

Creature -- Raider

2/3

At the end of your turn, if Erg Raiders didn't attack this turn, Erg Raiders deals 2 damage to you unless it came under your control this turn.

Errantry

{1}{R}

Enchant Creature

Enchanted creature gets +3/+0 and can only attack alone.

Eternal Warrior

{R}

Enchant Creature

Attacking doesn't cause enchanted creature to tap.

Evil Eye of Orms-by-Gore

{4}{B}

Creature -- Horror

3/6

Evil Eye of Orms-by-Gore can't be blocked except by Walls.

Except for creatures named Evil Eye of Orms-by-Gore, creatures you control can't attack.

Evil Presence

{B}

Enchant Land

Enchanted land is a swamp.

Eye for an Eye

{W}{W}

Instant

Eye for an Eye deals X damage to the controller of the source of your choice that dealt damage to you this turn, where X is the damage dealt to you by that source this turn.

Fallen Angel

{3}{B}{B}

Creature -- Angel

3/3

Flying

Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

Fear

{B}{B}

Enchant Creature

Enchanted creature has fear. # (It can't be blocked except by artifact creatures and/or black creatures.) #

Feedback

{2}{U}

Enchant Enchantment

At the beginning of the upkeep of enchanted enchantment's controller, Feedback deals 1 damage to that player.

Feldon's Cane

{1}

Artifact

{T}, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Fellwar Stone

{2}

Artifact

{T}: Add to your mana pool one mana of any color and type that a land an opponent controls could produce.

Feroz's Ban

{6}

Artifact

Creature spells cost {2} more to play.

Fire Drake

{1}{R}{R}

Creature -- Drake

1/2

Flying

{R}: Fire Drake gets +1/+0 until end of turn. Play this ability no more than once each turn.

Fireball

{X}{Y}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among Y plus one target creatures and/or players.

Firebreathing

{R}

Enchant Creature

{R}: Enchanted creature gets +1/+0 until end of turn.

Flame Spirit

{4}{R}

Creature -- Spirit

2/3

{R}: Flame Spirit gets +1/+0 until end of turn.

Flare

{2}{R}

Instant

Flare deals 1 damage to target creature or player.

Draw a card at the beginning of the next turn's upkeep.

Flashfires
{3}{R}
Sorcery
Destroy all plains.

Flight
{U}
Enchant Creature
Enchanted creature has flying.

Flood
{U}
Enchantment
{U}{U}: Tap target creature without flying.

Flying Carpet
{4}
Artifact
{2}, {T}: Target creature gains flying until end of turn.

Fog
{G}
Instant
Prevent all combat damage that would be dealt this turn.

Force of Nature
{2}{G}{G}{G}{G}
Creature -- Force
8/8
Trample
At the beginning of your upkeep, Force of Nature deals 8 damage to you unless you pay {G}{G}{G}{G}.

Force Spike
{U}
Instant
Counter target spell unless its controller pays {1}.

Forest
Land
[G]

Forget
{U}{U}
Sorcery
Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.

Fountain of Youth
{0}
Artifact
{2}, {T}: You gain 1 life.

Foxfire

{2}{G}

Instant

Untap target attacking creature. Prevent all combat damage that would be dealt to or dealt by that creature this turn.

Draw a card at the beginning of the next turn's upkeep.

Frozen Shade

{2}{B}

Creature -- Shade

0/1

{B}: Frozen Shade gets +1/+1 until end of turn.

Funeral March

{1}{B}{B}

Enchant Creature

When enchanted creature leaves play, its controller sacrifices a creature.

Fungusaur

{3}{G}

Creature -- Fungusaur

2/2

At end of turn, if Fungusaur was dealt damage this turn, put a +1/+1 counter on it.

Fyndhorn Elder

{2}{G}

Creature -- Elf

1/1

{T}: Add {G}{G} to your mana pool.

Game of Chaos

{R}{R}{R}

Sorcery

Flip a coin. If you win the flip, you gain 1 life and target opponent loses 1 life. If you lose the flip, you lose 1 life and that opponent gains 1 life. The winner of each flip decides whether to flip again. Double the life stakes with each flip.

Gaseous Form

{2}{U}

Enchant Creature

Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Gauntlets of Chaos

{5}

Artifact

{5}, Sacrifice Gauntlets of Chaos: Exchange control of target artifact, creature, or land an opponent controls and a permanent you control if they share one of those types. Destroy all enchantments on those permanents. # (This effect doesn't end at end of turn.) #

Ghazban Ogre

{G}

Creature -- Ogre

2/2

At the beginning of your upkeep, if a player has more life than any other, that player gains control of Ghazban Ogre.

Giant Growth

{G}

Instant

Target creature gets +3/+3 until end of turn.

Giant Spider

{3}{G}

Creature -- Spider

2/4

Giant Spider may block as though it had flying.

Giant Strength

{R}{R}

Enchant Creature

Enchanted creature gets +2/+2.

Glacial Wall

{2}{U}

Creature -- Wall

0/7

#{Walls can't attack.}#

Glasses of Urza

{1}

Artifact

{T}: Look at target player's hand.

Gloom

{2}{B}

Enchantment

White spells cost an additional {3} to play.

Activated abilities of white enchantments cost an additional {3} to play.

Goblin Digging Team

{R}

Creature -- Goblin

1/1

{T}, Sacrifice Goblin Digging Team: Destroy target Wall.

Goblin Hero

{2}{R}

Creature -- Goblin

2/2

Goblin King

{1}{R}{R}

Creature -- Lord

2/2

All Goblins get +1/+1 and have mountainwalk. #(They're unblockable as long as defending player controls a mountain.)#

Goblin War Drums

{2}{R}

Enchantment

Each creature you control can't be blocked except by two or more creatures.

Goblin Warrens

{2}{R}

Enchantment

{2}{R}, Sacrifice two Goblins: Put three 1/1 red Goblin creature tokens into play.

Grapeshot Catapult

{4}

Artifact Creature

2/3

{T}: Grapeshot Catapult deals 1 damage to target creature with flying.

Greater Realm of Preservation

{1}{W}

Enchantment

{1}{W}: The next time a black or red source of your choice would deal damage to you this turn, prevent that damage.

Greater Werewolf

{4}{B}

Creature -- Lycanthrope

2/4

At end of combat, put a -0/-2 counter on all creatures blocking or blocked by Greater Werewolf.

Grizzly Bears

{1}{G}

Creature -- Bear

2/2

Havenwood Battleground

Land

Havenwood Battleground comes into play tapped.

{T}: Add {G} to your mana pool.

{T}, Sacrifice Havenwood Battleground: Add {G}{G} to your mana pool.

Heal

{W}

Instant

Prevent the next 1 damage that would be dealt to target creature or player this turn.

Draw a card at the beginning of the next turn's upkeep.

Healing Salve

{W}

Instant

Choose one -- Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Hecatomb

{1}{B}{B}

Enchantment

When Hecatomb comes into play, sacrifice Hecatomb unless you sacrifice four creatures.

Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player.

Helm of Chatzuk

{1}

Artifact

{1}, {T}: Target creature gains banding until end of turn.

Hill Giant

{3}{R}

Creature -- Giant

3/3

Hipparion

{1}{W}

Creature -- Hipparion

1/3

Hipparion can't block creatures with power 3 or greater unless you pay {1}. # (This cost is paid as blockers are declared.)#

Hollow Trees

Land

Hollow Trees comes into play tapped.

You may choose not to untap Hollow Trees during your untap step.

At the beginning of your upkeep, if Hollow Trees is tapped, put a storage counter on it.

{T}, Remove any number of storage counters from Hollow Trees: Add {G} to your mana pool for each storage counter removed this way.

Holy Strength

{W}

Enchant Creature

Enchanted creature gets +1/+2.

Homarid Warrior

{4}{U}

Creature -- Homarid

3/3

{U}: Homarid Warrior can't be the target of spells or abilities this turn and doesn't untap during your next untap step. Tap Homarid

Warrior.

Howl from Beyond

{X}{B}

Instant

Target creature gets +X/+0 until end of turn.

Howling Mine

{2}

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

Hungry Mist

{2}{G}{G}

Creature -- Mist

6/2

At the beginning of your upkeep, sacrifice Hungry Mist unless you pay {G}{G}.

Hurkyl's Recall

{1}{U}

Instant

Return all artifacts target player owns to his or her hand.

Hurloon Minotaur

{1}{R}{R}

Creature -- Minotaur

2/3

Hurricane

{X}{G}

Sorcery

Hurricane deals X damage to each creature with flying and each player.

Hydroblast

{U}

Instant

Choose one -- Counter target spell if it's red; or destroy target permanent if it's red.

Icatian Phalanx

{4}{W}

Creature -- Soldier

2/4

Banding

Icatian Scout

{W}

Creature -- Soldier

1/1

{1}, {T}: Target creature gains first strike until end of turn.

Icatian Store

Land

Icatian Store comes into play tapped.

You may choose not to untap Icatian Store during your untap step.
At the beginning of your upkeep, if Icatian Store is tapped, put a storage counter on it.

{T}, Remove any number of storage counters from Icatian Store: Add {W} to your mana pool for each storage counter removed this way.

Icatian Town

{5}{W}

Sorcery

Put four 1/1 white Citizen creature tokens into play.

Ice Floe

Land

You may choose not to untap Ice Floe during your untap step.

{T}: Tap target creature without flying that's attacking you. It doesn't untap during its controller's untap step as long as Ice Floe remains tapped.

Imposing Visage

{R}

Enchant Creature

Enchanted creature can't be blocked except by two or more creatures.

Incinerate

{1}{R}

Instant

Incinerate deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.

Inferno

{5}{R}{R}

Instant

Inferno deals 6 damage to each creature and each player.

Infinite Hourglass

{4}

Artifact

At the beginning of your upkeep, put a time counter on Infinite Hourglass.

All creatures get +1/+0 for each time counter on Infinite Hourglass.

{3}: Remove a time counter from Infinite Hourglass. Any player may play this ability but only during any upkeep step.

Initiates of the Ebon Hand

{B}

Creature -- Cleric

1/1

{1}: Add {B} to your mana pool. If this ability is played four or more times this turn, sacrifice Initiates of the Ebon Hand at end of turn.

Instill Energy

{G}

Enchant Creature

Enchanted creature has haste. #(It may attack and #{T}# the turn it comes under your control.)#

{0}: Untap enchanted creature. Play this ability only during your turn but only once each turn.

Iron Star

{1}

Artifact

Whenever a player plays a red spell, you may pay {1}. If you do, you gain 1 life.

Ironclaw Curse

{R}

Enchant Creature

Enchanted creature gets -0/-1.

Enchanted creature can't block a creature with power equal to or greater than enchanted creature's toughness.

Ironclaw Orcs

{1}{R}

Creature -- Orc

2/2

Ironclaw Orcs can't block a creature with power 2 or greater.

Ironroot Treefolk

{4}{G}

Creature -- Treefolk

3/5

Island

Land

[U]

Island Sanctuary

{1}{W}

Enchantment

If you would draw a card during your draw step, instead you may skip that draw. If you do, until the beginning of your next turn, only creatures with flying or islandwalk may attack you.

Ivory Cup

{1}

Artifact

Whenever a player plays a white spell, you may pay {1}. If you do, you gain 1 life.

Ivory Guardians

{4}{W}{W}

Creature -- Guardian

3/3

Protection from red

All Guardians get +1/+1 as long as an opponent controls a red permanent.

Jade Monolith

{4}

Artifact

{1}: The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to you instead.

Jalum Tome

{3}

Artifact

{2}, {T}: Draw a card, then discard a card from your hand.

Jandor's Saddlebags

{2}

Artifact

{3}, {T}: Untap target creature.

Jayemdae Tome

{4}

Artifact

{4}, {T}: Draw a card.

Jester's Cap

{4}

Artifact

{2}, {T}, Sacrifice Jester's Cap: Search target player's library for three cards and remove them from the game. Then that player shuffles his or her library.

Johtull Wurm

{5}{G}

Creature -- Wurm

6/6

Whenever Johtull Wurm becomes blocked by two or more creatures, it gets -2/-1 until end of turn for each creature blocking it beyond the first.

Jokulhaups

{4}{R}{R}

Sorcery

Destroy all artifacts, creatures, and lands. They can't be regenerated.

Joven's Tools

{6}

Artifact

{4}, {T}: This turn, target creature can't be blocked except by Walls.

Justice

{2}{W}{W}

Enchantment

At the beginning of your upkeep, sacrifice Justice unless you pay {W}{W}.

Whenever a red creature or spell deals damage, Justice deals that much damage to that creature's or spell's controller.

Juxtapose

{3}{U}

Sorcery

You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one. #(This effect doesn't end at end of turn.)#

Karma

{2}{W}{W}

Enchantment

At the beginning of each player's upkeep, Karma deals to that player damage equal to the number of swamps he or she controls.

Karplusan Forest

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {R} or {G} to your mana pool. Karplusan Forest deals 1 damage to you.

Keldon Warlord

{2}{R}{R}

Creature -- Lord

/

Keldon Warlord's power and toughness are each equal to the number of non-Wall creatures you control.

Killer Bees

{1}{G}{G}

Creature -- Bee

0/1

Flying

{G}: Killer Bees gets +1/+1 until end of turn.

Kismet

{3}{W}

Enchantment

Artifacts, creatures, and lands your opponents control come into play tapped.

Kjeldoran Dead

{B}

Creature -- Skeleton

3/1

When Kjeldoran Dead comes into play, sacrifice a creature.

{B}: Regenerate Kjeldoran Dead.

Kjeldoran Royal Guard

{3}{W}{W}

Creature -- Soldier

2/5

{T}: All combat damage that unblocked creatures would deal to you this turn is dealt to Kjeldoran Royal Guard instead.

Kjeldoran Skycaptain

{4}{W}

Creature -- Soldier

2/2

Banding, flying, first strike

Knight of Stromgald

{B}{B}

Creature -- Knight

2/1

Protection from white

{B}{B}: Knight of Stromgald gets +1/+0 until end of turn.

{B}: Knight of Stromgald gains first strike until end of turn.

Krovikan Fetish

{2}{B}

Enchant Creature

When Krovikan Fetish comes into play, draw a card at the beginning of the next turn's upkeep.

Enchanted creature gets +1/+1.

Krovikan Sorcerer

{2}{U}

Creature -- Wizard

1/1

{T}, Discard a card from your hand: Draw a card.

{T}, Discard a black card from your hand: Draw two cards, then discard one of them.

Labyrinth Minotaur

{3}{U}

Creature -- Minotaur

1/4

Whenever Labyrinth Minotaur blocks a creature, that creature doesn't untap during its controller's next untap step.

Leshrac's Rite

{B}

Enchant Creature

Enchanted creature has swampwalk. #(It's unblockable as long as defending player controls a swamp.)#

Leviathan

{5}{U}{U}{U}{U}

Creature -- Leviathan

10/10

Trample

Leviathan comes into play tapped and doesn't untap during your untap step.

At the beginning of your upkeep, you may sacrifice two islands. If you do, untap Leviathan.

Leviathan can't attack unless you sacrifice two islands. #(This cost is paid as attackers are declared.)#

Ley Druid

{2}{G}

Creature -- Cleric

1/1

{T}: Untap target land.

Lhurgoyf

{2}{G}{G}

Creature -- Lhurgoyf

/1+

Lhurgoyf's power is equal to the number of creature cards in all graveyards, and its toughness is equal to that number plus 1.

Library of Leng

{1}

Artifact

You have no maximum hand size.

If an effect causes you to discard a card from your hand, discard it, but you may put it on top of your library instead of into your graveyard.

Lifeforce

{G}{G}

Enchantment

{G}{G}: Counter target black spell.

Lifetap

{U}{U}

Enchantment

Whenever a forest an opponent controls becomes tapped, you gain 1 life.

Living Artifact

{G}

Enchant Artifact

Whenever you're dealt damage, put that many vitality counters on Living Artifact.

At the beginning of your upkeep, you may remove a vitality counter from Living Artifact. If you do, you gain 1 life.

Living Lands

{3}{G}

Enchantment

All forests are 1/1 creatures that are still lands.

Llanowar Elves

{G}

Creature -- Elf

1/1

{T}: Add {G} to your mana pool.

Lord of Atlantis

{U}{U}

Creature -- Lord

2/2

All Merfolk get +1/+1 and have islandwalk. #(They're unblockable as long as defending player controls an island.)#

Lord of the Pit

{4}{B}{B}{B}

Creature -- Demon

7/7

Flying, trample

At the beginning of your upkeep, sacrifice a creature other than Lord of the Pit. If you can't, Lord of the Pit deals 7 damage to you.

Lost Soul

{1}{B}{B}

Creature -- Minion

2/1

Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Lure

{1}{G}{G}

Enchant Creature

All creatures able to block enchanted creature do so.

Magical Hack

{U}

Instant

Change the text of target spell or permanent by replacing all instances of one basic land type with another. #(For example, you may change "swampwalk" to "plainswalk.") (This effect doesn't end at end of turn.)#

Magus of the Unseen

{1}{U}

Creature -- Wizard

1/1

{1}{U}, {T}: Untap target artifact an opponent controls and gain control of it until end of turn. If it's an artifact creature, it gains haste until end of turn. When you lose control of the artifact, tap it. #(The creature may attack and #{T}# the turn it comes under your control.)#

Mana Clash

{R}

Sorcery

You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.

Mana Flare

{2}{R}

Enchantment

Whenever a player taps a land for mana, that player adds one mana of that type to his or her mana pool.

Mana Vault

{1}

Artifact

Mana Vault doesn't untap during your untap step.

At the beginning of your upkeep, you may pay {4}. If you do, untap Mana Vault.

At the beginning of your draw step, if Mana Vault is tapped, it deals 1 damage to you.

{T}: Add three colorless mana to your mana pool.

Manabarbs

{3}{R}

Enchantment

Whenever a player taps a land for mana, Manabarbs deals 1 damage to that player.

Marsh Viper

{3}{G}

Creature -- Viper

1/2

Whenever Marsh Viper deals damage to an opponent, that player gets two poison counters. #(A player with ten or more poison counters loses the game.)#

Meekstone

{1}

Artifact

Creatures with power 3 or greater don't untap during their controllers' untap steps.

Memory Lapse

{1}{U}

Instant

Counter target spell. If you do, put it on top of its owner's library instead of into that player's graveyard.

Merfolk of the Pearl Trident

{U}

Creature -- Merfolk

1/1

Mesa Falcon

{1}{W}
Creature -- Bird
1/1
Flying
{1}{W}: Mesa Falcon gets +0/+1 until end of turn.

Mesa Pegasus
{1}{W}
Creature -- Pegasus
1/1
Flying, banding

Millstone
{2}
Artifact
{2}, {T}: Target player puts the top two cards of his or her library into his or her graveyard.

Mind Bomb
{U}
Sorcery
Each player may discard up to three cards from his or her hand. Mind Bomb deals damage to each player equal to 3 minus the number of cards he or she discarded this way.

Mind Ravel
{2}{B}
Sorcery
Target player discards a card from his or her hand.
Draw a card at the beginning of the next turn's upkeep.

Mind Warp
{X}{3}{B}
Sorcery
Look at target player's hand and choose X cards from it. That player discards them.

Mindstab Thrull
{1}{B}{B}
Creature -- Thrull
2/2
Whenever Mindstab Thrull attacks and isn't blocked, you may sacrifice it. If you do, defending player discards three cards from his or her hand.

Mole Worms
{2}{B}
Creature -- Worm
1/1
You may choose not to untap Mole Worms during your untap step.
{T}: Tap target land. It doesn't untap during its controller's untap step as long as Mole Worms remains tapped.

Mons's Goblin Raiders

{R}
Creature -- Goblin
1/1

Mountain
Land
[R]

Mountain Goat
{R}
Creature -- Goat
1/1
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Murk Dwellers
{3}{B}
Creature -- Murk-Dwellers
2/2
Whenever Murk Dwellers attacks and isn't blocked, it gets +2/+0 until end of combat.

Nature's Lore
{1}{G}
Sorcery
Search your library for a forest card and put that card into play. Then shuffle your library.

Necrite
{1}{B}{B}
Creature -- Thrull
2/2
Sacrifice Necrite: Destroy target creature defending player controls. It can't be regenerated. Play this ability only if Necrite is attacking and unblocked.

Necropotence
{B}{B}{B}
Enchantment
Skip your draw step.
If you would discard a card from your hand, remove that card from the game instead.
Pay 1 life: Remove the top card of your library from the game face down. At the end of your turn, put that card into your hand.

Nether Shadow
{B}{B}
Creature -- Spirit
1/1
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
At the beginning of your upkeep, if Nether Shadow is in your graveyard with three creature cards above it, you may put Nether

Shadow into play.

Nevinyrral's Disk

{4}

Artifact

Nevinyrral's Disk comes into play tapped.

{1}, {T}: Destroy all artifacts, creatures, and enchantments.

Nightmare

{5}{B}

Creature -- Nightmare

/

Flying

Nightmare's power and toughness are each equal to the number of swamps you control.

Obelisk of Undoing

{1}

Artifact

{6}, {T}: Return target permanent you own and control to your hand.

Orcish Artillery

{1}{R}{R}

Creature -- Orc

1/3

{T}: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Orcish Captain

{R}

Creature -- Orc

1/1

{1}: Flip a coin. If you win the flip, target Orc gets +2/+0 until end of turn. If you lose the flip, it gets -0/-2 until end of turn.

Orcish Conscripts

{R}

Creature -- Orc

2/2

Orcish Conscripts can't attack unless at least two other creatures attack.

Orcish Conscripts can't block unless at least two other creatures block.

Orcish Farmer

{1}{R}{R}

Creature -- Orc

2/2

{T}: Target land becomes a swamp until its controller's next untap step.

Orcish Oriflamme

{3}{R}

Enchantment

Attacking creatures you control get +1/+0.

Orcish Squatters

{4}{R}

Creature -- Orc

2/3

Whenever Orcish Squatters attacks and isn't blocked, you may gain control of target land defending player controls for as long as you control Orcish Squatters. If you do, Orcish Squatters deals no combat damage this turn.

Order of the Sacred Torch

{1}{W}{W}

Creature -- Paladin

2/2

{T}, Pay 1 life: Counter target black spell.

Order of the White Shield

{W}{W}

Creature -- Knight

2/1

Protection from black

{W}: Order of the White Shield gains first strike until end of turn.

{W}{W}: Order of the White Shield gets +1/+0 until end of turn.

Orgg

{3}{R}{R}

Creature -- Orgg

6/6

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

Ornithopter

{0}

Artifact Creature

0/2

Flying

Panic

{R}

Instant

Play Panic only during combat before the declare blockers step.

Target creature can't block this turn.

Draw a card at the beginning of the next turn's upkeep.

Paralyze

{B}

Enchant Creature

When Paralyze comes into play, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Enchanted creature has "At the beginning of your upkeep, you may pay {4}. If you do, untap this creature."

Pearled Unicorn
{2}{W}
Creature -- Unicorn
2/2

Pentagram of the Ages
{4}
Artifact
{4}, {T}: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Personal Incarnation
{3}{W}{W}{W}
Creature -- Avatar
6/6
{0}: The next 1 damage that would be dealt to Personal Incarnation this turn is dealt to its owner instead. Any player may play this ability, but only if he or she owns Personal Incarnation.
When Personal Incarnation is put into a graveyard from play, its owner loses half his or her life, rounded up.

Pestilence
{2}{B}{B}
Enchantment
At end of turn, if no creatures are in play, sacrifice Pestilence.
{B}: Pestilence deals 1 damage to each creature and each player.

Phantasmal Forces
{3}{U}
Creature -- Phantasm
4/1
Flying
At the beginning of your upkeep, sacrifice Phantasmal Forces unless you pay {U}.

Phantasmal Terrain
{U}{U}
Enchant Land
As Phantasmal Terrain comes into play, choose a basic land type.
Enchanted land's type is the chosen type.

Phantom Monster
{3}{U}
Creature -- Phantasm
3/3
Flying

Pikemen
{1}{W}
Creature -- Pikemen
1/1
Banding, first strike

Pirate Ship

{4}{U}

Creature -- Ship

4/3

Pirate Ship can't attack unless defending player controls an island.

When you control no islands, sacrifice Pirate Ship.

{T}: Pirate Ship deals 1 damage to target creature or player.

Pit Scorpion

{2}{B}

Creature -- Scorpion

1/1

Whenever Pit Scorpion deals damage to a player, that player gets a poison counter. #(A player with ten or more poison counters loses the game.)#

Plague Rats

{2}{B}

Creature -- Rat

/

Plague Rats's power and toughness are each equal to the number of creatures named Plague Rats in play.

Plains

Land

[W]

Portent

{U}

Sorcery

Look at the top three cards of target player's library. Put those cards back on top of that library in any order. You may then have that player shuffle his or her library.

Draw a card at the beginning of the next turn's upkeep.

Power Sink

{X}{U}

Instant

Counter target spell unless its controller pays {X}. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool.

Pox

{B}{B}{B}

Sorcery

Each player loses a third of his or her life, then discards a third of the cards in his or her hand, then sacrifices a third of the creatures he or she controls, then sacrifices a third of the lands he or she controls. Round each loss up.

Pradesh Gypsies

{2}{G}

Creature -- Gypsy

1/1

{1}{G}, {T}: Target creature gets -2/-0 until end of turn.

Primal Clay

{4}

Artifact Creature

/

Primal Clay comes into play as your choice of a 3/3 artifact creature; a 2/2 artifact creature with flying; or a 1/6 Wall artifact creature. #(Walls can't attack.)#

Primal Order

{2}{G}{G}

Enchantment

At the beginning of each player's upkeep, Primal Order deals damage to that player equal to the number of nonbasic lands he or she controls.

Primordial Ooze

{R}

Creature -- Ooze

1/1

Primordial Ooze attacks each turn if able.

At the beginning of your upkeep, put a +1/+1 counter on Primordial Ooze. Then pay {X}, where X is equal to the number of +1/+1 counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you.

Prismatic Ward

{1}{W}

Enchant Creature

As Prismatic Ward comes into play, choose a color.

Prevent all damage that would be dealt to enchanted creature by sources of the chosen color.

Prodigal Sorcerer

{2}{U}

Creature -- Wizard

1/1

{T}: Prodigal Sorcerer deals 1 damage to target creature or player.

Psychic Venom

{1}{U}

Enchant Land

Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Pyroblast

{R}

Instant

Choose one -- Counter target spell if it's blue; or destroy target permanent if it's blue.

Pyrotechnics

{4}{R}
Sorcery
Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.

Rabid Wombat
{2}{G}{G}
Creature -- Wombat
0/1
Attacking doesn't cause Rabid Wombat to tap.
Rabid Wombat gets +2/+2 for each enchant creature enchanting it.

Radjan Spirit
{3}{G}
Creature -- Spirit
3/2
{T}: Target creature loses flying until end of turn.

Rag Man
{2}{B}{B}
Creature -- Minion
2/1
{B}{B}{B}, {T}: Target opponent reveals his or her hand and discards a creature card at random from it. Play this ability only during your turn.

Raise Dead
{B}
Sorcery
Return target creature card from your graveyard to your hand.

Ray of Command
{3}{U}
Instant
Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#
When you lose control of the creature, tap it.

Recall
{X}{X}{U}
Sorcery
Discard X cards from your hand, then return a card from your graveyard to your hand for each card discarded this way. Remove Recall from the game.

Reef Pirates
{1}{U}{U}
Creature -- Ship
2/2
Whenever Reef Pirates deals damage to an opponent, that player puts the top card from his or her library into his or her graveyard.

Regeneration

{1}{G}
Enchant Creature
{G}: Regenerate enchanted creature.

Remove Soul
{1}{U}
Instant
Counter target creature spell.

Repentant Blacksmith
{1}{W}
Creature -- Smith
1/2
Protection from red

Reverse Damage
{1}{W}{W}
Instant
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.

Righteousness
{W}
Instant
Target blocking creature gets +7/+7 until end of turn.

Rod of Ruin
{4}
Artifact
{3}, {T}: Rod of Ruin deals 1 damage to target creature or player.

Ruins of Trokair
Land
Ruins of Trokair comes into play tapped.
{T}: Add {W} to your mana pool.
{T}, Sacrifice Ruins of Trokair: Add {W}{W} to your mana pool.

Sabretooth Tiger
{2}{R}
Creature -- Cat
2/1
First strike

Sacred Boon
{1}{W}
Instant
Prevent the next 3 damage that would be dealt to target creature this turn. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented this way.

Samite Healer
{1}{W}
Creature -- Cleric

1/1

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Sand Silos

Land

Sand Silos comes into play tapped.

You may choose not to untap Sand Silos during your untap step.

At the beginning of your upkeep, if Sand Silos is tapped, put a storage counter on it.

{T}, Remove any number of storage counters from Sand Silos: Add {U} to your mana pool for each storage counter removed this way.

Scaled Wurm

{7}{G}

Creature -- Wurm

7/6

Scathe Zombies

{2}{B}

Creature -- Zombie

2/2

Scavenger Folk

{G}

Creature -- Scavenger

1/1

{G}, {T}, Sacrifice Scavenger Folk: Destroy target artifact.

Scryb Sprites

{G}

Creature -- Faerie

1/1

Flying

Sea Serpent

{5}{U}

Creature -- Serpent

5/5

Sea Serpent can't attack unless defending player controls an island.

When you control no islands, sacrifice Sea Serpent.

Sea Spirit

{4}{U}

Creature -- Spirit

2/3

{U}: Sea Spirit gets +1/+0 until end of turn.

Sea Sprite

{1}{U}

Creature -- Faerie

1/1

Flying, protection from red

Seasinger

{1}{U}{U}

Creature -- Merfolk

0/1

When you control no islands, sacrifice Seasinger.

You may choose not to untap Seasinger during your untap step.

{T}: Gain control of target creature whose controller controls an island as long as you control Seasinger and as long as Seasinger remains tapped.

Segovian Leviathan

{4}{U}

Creature -- Serpent

3/3

Islandwalk # (This creature is unblockable as long as defending player controls an island.)#

Sengir Autocrat

{3}{B}

Creature -- Minion

2/2

When Sengir Autocrat comes into play, put three black 0/1 Serf creature tokens into play.

When Sengir Autocrat leaves play, remove all Serf tokens from the game.

Seraph

{6}{W}

Creature -- Angel

4/4

Flying

Whenever a creature dealt damage by Seraph this turn is put into a graveyard, put that card into play under your control at end of turn. Sacrifice the creature when you lose control of Seraph.

Serpent Generator

{6}

Artifact

{4}, {T}: Put a 1/1 Poison-Snake artifact creature token into play. This creature has "Whenever this creature deals damage to a player, that player gets a poison counter." # (A player with ten or more poison counters loses the game.)#

Serra Bestiary

{W}{W}

Enchant Creature

At the beginning of your upkeep, sacrifice Serra Bestiary unless you pay {W}{W}.

Enchanted creature can't attack or block and its activated abilities with {T} in their costs can't be played.

Serra Paladin

{2}{W}{W}

Creature -- Paladin

2/2

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

{1}{W}{W}, {T}: Attacking doesn't cause target creature to tap this turn.

Shanodin Dryads

{G}

Creature -- Dryad

1/1

Forestwalk # (This creature is unblockable as long as defending player controls a forest.)#

Shapeshifter

{6}

Artifact Creature

/7-

As Shapeshifter comes into play, choose a number between 0 and 7.

At the beginning of your upkeep, you may choose a number between 0 and 7.

Shapeshifter's power is equal to the last chosen number and its toughness is equal to 7 minus that number.

Shatter

{1}{R}

Instant

Destroy target artifact.

Shatterstorm

{2}{R}{R}

Sorcery

Destroy all artifacts. They can't be regenerated.

Shield Bearer

{1}{W}

Creature -- Soldier

0/3

Banding

Shield Wall

{1}{W}

Instant

Creatures you control get +0/+2 until end of turn.

Shivan Dragon

{4}{R}{R}

Creature -- Dragon

5/5

Flying

{R}: Shivan Dragon gets +1/+0 until end of turn.

Shrink

{G}
Instant
Target creature gets -5/-0 until end of turn.

Sibilant Spirit
{5}{U}
Creature -- Spirit
5/6
Flying
Whenever Sibilant Spirit attacks, defending player may draw a card.

Skull Catapult
{4}
Artifact
{1}, {T}, Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.

Sleight of Mind
{U}
Instant
Change the text of target spell or permanent by replacing all instances of one color word with another. # (For example, you may change "target black spell" to "target blue spell.") (This effect doesn't end at end of turn.)#

Smoke
{R}{R}
Enchantment
Players can't untap more than one creature during their untap steps.

Sorceress Queen
{1}{B}{B}
Creature -- Sorceress
1/1
{T}: Target creature other than Sorceress Queen is 0/2 until end of turn.

Soul Barrier
{2}{U}
Enchantment
Whenever an opponent plays a creature spell, Soul Barrier deals 2 damage to that player unless he or she pays {2}.

Soul Net
{1}
Artifact
Whenever a creature is put into a graveyard from play, you may pay {1}. If you do, you gain 1 life.

Spell Blast
{X}{U}
Instant
Counter target spell with converted mana cost X.

Spirit Link

{W}

Enchant Creature

Whenever enchanted creature deals damage, you gain that much life.

Stampede

{1}{G}{G}

Instant

Attacking creatures get +1/+0 and gain trample until end of turn.

Stasis

{1}{U}

Enchantment

Players skip their untap steps.

At the beginning of your upkeep, sacrifice Stasis unless you pay {U}.

Steal Artifact

{2}{U}{U}

Enchant Artifact

You control enchanted artifact.

Stone Giant

{2}{R}{R}

Creature -- Giant

3/4

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. At end of turn, destroy that creature.

Stone Rain

{2}{R}

Sorcery

Destroy target land.

Stone Spirit

{4}{R}

Creature -- Spirit

4/3

Stone Spirit can't be blocked by creatures with flying.

Stream of Life

{X}{G}

Sorcery

Target player gains X life.

Stromgald Cabal

{1}{B}{B}

Creature -- Knight

2/2

{T}, Pay 1 life: Counter target white spell.

Sulfurous Springs

Land

{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {R} to your mana pool. Sulfurous Springs deals 1 damage to you.

Svyelunite Temple

Land

Svyelunite Temple comes into play tapped.

{T}: Add {U} to your mana pool.

{T}, Sacrifice Svyelunite Temple: Add {U}{U} to your mana pool.

Swamp

Land

[B]

Sylvan Library

{1}{G}

Enchantment

At the beginning of your draw step, you may draw two cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

Tarpan

{G}

Creature -- Tarpan

1/1

When Tarpan is put into a graveyard from play, you gain 1 life.

Tawnos's Weaponry

{2}

Artifact

You may choose not to untap Tawnos's Weaponry during your untap step.

{2}, {T}: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.

Terror

{1}{B}

Instant

Destroy target nonartifact, nonblack creature. It can't be regenerated.

The Brute

{1}{R}

Enchant Creature

Enchanted creature gets +1/+0.

{R}{R}{R}: Regenerate enchanted creature.

The Hive

{5}

Artifact

{5}, {T}: Put a 1/1 Wasp artifact creature token with flying into play.

The Wretched

{3}{B}{B}

Creature -- Wretched

2/5

At end of combat, gain control of all creatures blocking The Wretched as long as you control The Wretched.

Thicket Basilisk

{3}{G}{G}

Creature -- Basilisk

2/4

Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Throne of Bone

{1}

Artifact

Whenever a player plays a black spell, you may pay {1}. If you do, you gain 1 life.

Thrull Retainer

{B}

Enchant Creature

Enchanted creature gets +1/+1.

Sacrifice Thrull Retainer: Regenerate enchanted creature.

Time Bomb

{4}

Artifact

At the beginning of your upkeep, put a time counter on Time Bomb. {1}, {T}, Sacrifice Time Bomb: Time Bomb deals damage to each creature and each player equal to the number of time counters on Time Bomb.

Time Elemental

{2}{U}

Creature -- Elemental

0/2

When Time Elemental attacks or blocks, at end of combat, sacrifice it and it deals 5 damage to you.

{2}{U}{U}, {T}: Return target nonenchanted permanent to its owner's hand.

Titania's Song

{3}{G}

Enchantment

Each noncreature artifact loses its abilities and becomes an artifact creature with power and toughness each equal to its converted mana cost. If Titania's Song leaves play, this effect continues until end of turn.

Torture

{B}

Enchant Creature

{1}{B}: Put a -1/-1 counter on enchanted creature.

Touch of Death

{2}{B}

Sorcery

Touch of Death deals 1 damage to target player. You gain 1 life.

Draw a card at the beginning of the next turn's upkeep.

Tranquility

{2}{G}

Sorcery

Destroy all enchantments.

Truce

{2}{W}

Instant

Each player may draw up to two cards. For each card less than two a player draws this way, that player gains 2 life.

Tsunami

{3}{G}

Sorcery

Destroy all islands.

Tundra Wolves

{W}

Creature -- Wolf

1/1

First strike

Twiddle

{U}

Instant

Tap or untap target artifact, creature, or land.

Underground River

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {U} or {B} to your mana pool. Underground River deals 1 damage to you.

Unholy Strength

{B}

Enchant Creature

Enchanted creature gets +2/+1.

Unstable Mutation

{U}

Enchant Creature

Enchanted creature gets +3/+3.

At the beginning of the upkeep of enchanted creature's controller, put a -1/-1 counter on enchanted creature.

Unsummon

{U}

Instant

Return target creature to its owner's hand.

Untamed Wilds

{2}{G}

Sorcery

Search your library for a basic land card and put that card into play. Then shuffle your library.

Updraft

{1}{U}

Instant

Target creature gains flying until end of turn.

Draw a card at the beginning of the next turn's upkeep.

Urza's Avenger

{6}

Artifact Creature

4/4

{0}: Urza's Avenger gets -1/-1 and your choice of banding, flying, first strike, or trample until end of turn.

Urza's Bauble

{0}

Artifact

{T}, Sacrifice Urza's Bauble: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

Urza's Mine

Land

{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Power Plant and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Power Plant

Land

{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Tower

Land

{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Power Plant, add two additional colorless mana to your mana pool.

Vampire Bats

{B}

Creature -- Bat

0/1

Flying

{B}: Vampire Bats gets +1/+0 until end of turn. Play this ability no more than twice each turn.

Venom

{1}{G}{G}

Enchant Creature

Whenever enchanted creature blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Verduran Enchantress

{1}{G}{G}

Creature -- Druid

0/2

Whenever you play an enchantment spell, you may draw a card.

Vodalian Soldiers

{1}{U}

Creature -- Merfolk

1/2

Wall of Air

{1}{U}{U}

Creature -- Wall

1/5

#{Walls can't attack.}#

Flying

Wall of Bone

{2}{B}

Creature -- Wall

1/4

#{Walls can't attack.}#

{B}: Regenerate Wall of Bone.

Wall of Brambles

{2}{G}

Creature -- Wall

2/3

#{Walls can't attack.}#

{G}: Regenerate Wall of Brambles.

Wall of Fire

{1}{R}{R}

Creature -- Wall

0/5

#{Walls can't attack.}#

{R}: Wall of Fire gets +1/+0 until end of turn.

Wall of Spears

{3}

Artifact Creature -- Wall

2/3

#{Walls can't attack.}#

First strike

Wall of Stone
{1}{R}{R}
Creature -- Wall
0/8
#(Walls can't attack.)#

Wall of Swords
{3}{W}
Creature -- Wall
3/5
#(Walls can't attack.)#
Flying

Wanderlust
{2}{G}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller,
Wanderlust deals 1 damage to that player.

War Mammoth
{3}{G}
Creature -- Mammoth
3/3
Trample

Warp Artifact
{B}{B}
Enchant Artifact
At the beginning of the upkeep of enchanted artifact's controller,
Warp Artifact deals 1 damage to that player.

Weakness
{B}
Enchant Creature
Enchanted creature gets -2/-1.

Whirling Dervish
{G}{G}
Creature -- Dervish
1/1
Protection from black
At end of turn, if Whirling Dervish dealt damage to an opponent this
turn, put a +1/+1 counter on it.

White Knight
{W}{W}
Creature -- Knight
2/2
First strike, protection from black

Wild Growth
{G}
Enchant Land
Whenever enchanted land is tapped for mana, its controller adds {G}

to his or her mana pool.

Wind Spirit

{4}{U}

Creature -- Spirit

3/2

Flying

Wind Spirit can't be blocked except by two or more creatures.

Winds of Change

{R}

Sorcery

Each player shuffles his or her hand into his or her library, then draws a new hand of as many cards as he or she had before.

Winter Blast

{X}{G}

Sorcery

Tap X target creatures. Winter Blast deals 2 damage to each of those creatures with flying.

Winter Orb

{2}

Artifact

As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

Wolverine Pack

{2}{G}{G}

Creature -- Wolverine-Pack

2/4

Rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Wooden Sphere

{1}

Artifact

Whenever a player plays a green spell, you may pay {1}. If you do, you gain 1 life.

Word of Blasting

{1}{R}

Instant

Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.

Wrath of God

{2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

Wyluli Wolf

{1}{G}

Creature -- Wolf

1/1

{T}: Target creature gets +1/+1 until end of turn.

Xenic Poltergeist

{1}{B}{B}

Creature -- Poltergeist

1/1

{T}: Until your next upkeep, target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

Zephyr Falcon

{1}{U}

Creature -- Bird

1/1

Flying

Attacking doesn't cause Zephyr Falcon to tap.

Zombie Master

{1}{B}{B}

Creature -- Lord

2/3

All Zombies have "{B}: Regenerate this creature" and swampwalk.

#(They're unblockable as long as defending player controls a swamp.)#

Zur's Weiriding

{3}{U}

Enchantment

Players play with their hands revealed.

If a player would draw a card, he or she reveals it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. If no one does, that player draws the card.